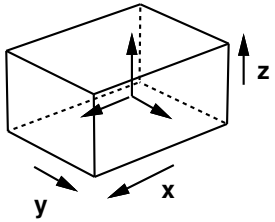
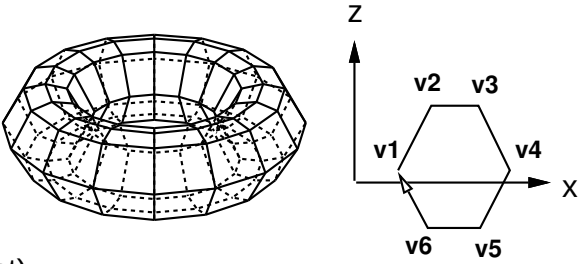
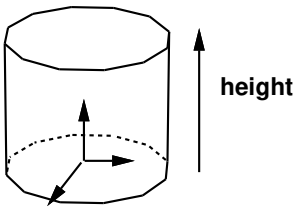
cub1=(make-cube x y z)



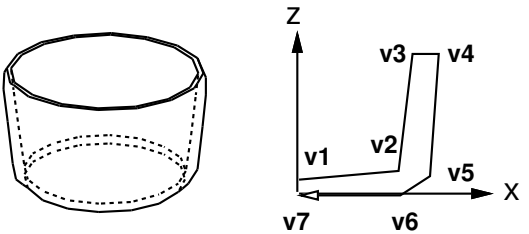

(make-torus point-list)



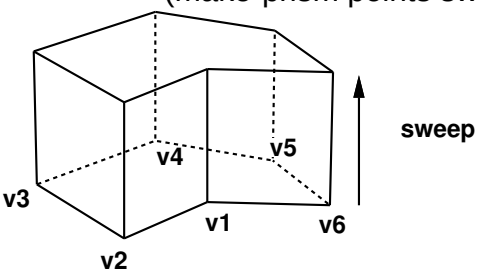

cyl1=(make-cylinder radius height)



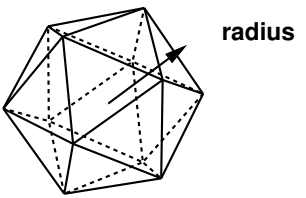

(make-solid-of-revolution points)



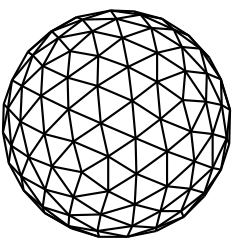

(make-prism points sweep)



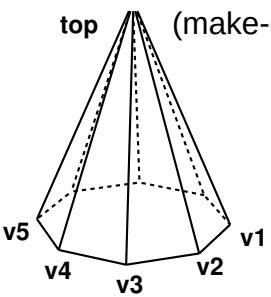

(make-icosahedron radius)



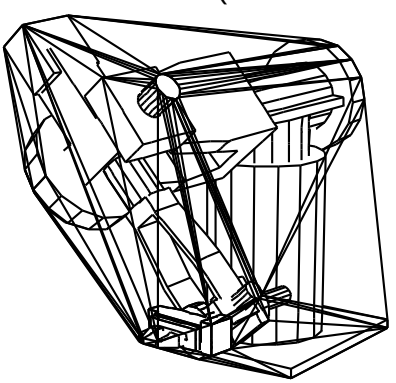
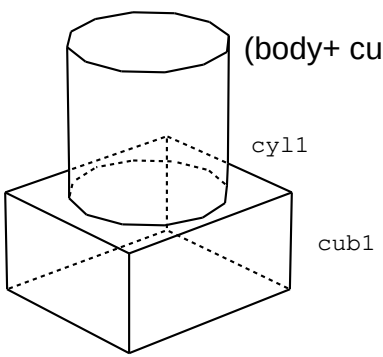

(make-gdome ico-or-gdome)



(make-cone top bottom)




(convex-hull-3d points)



(body+ cub1 cyl1)